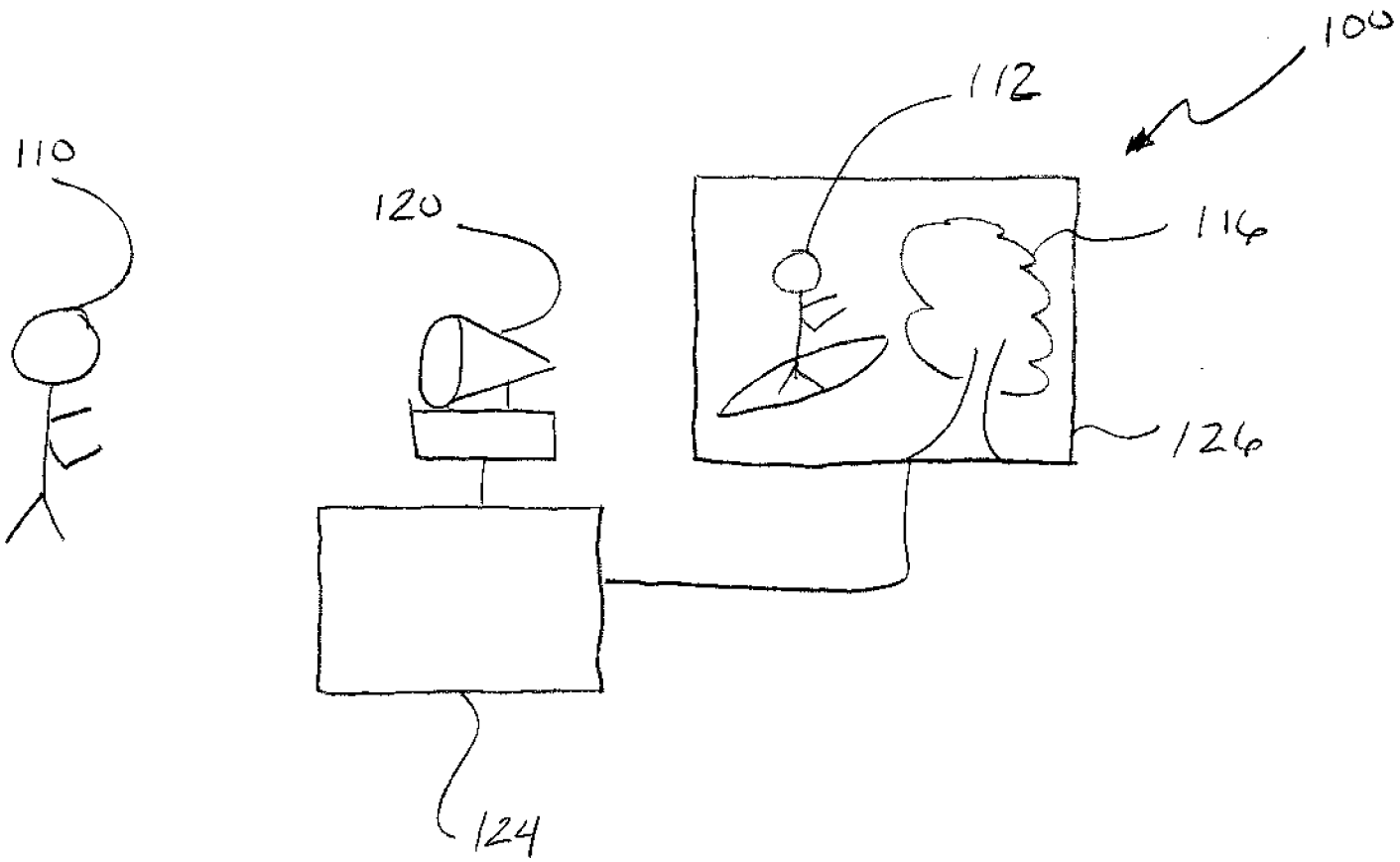

FIG. 1A

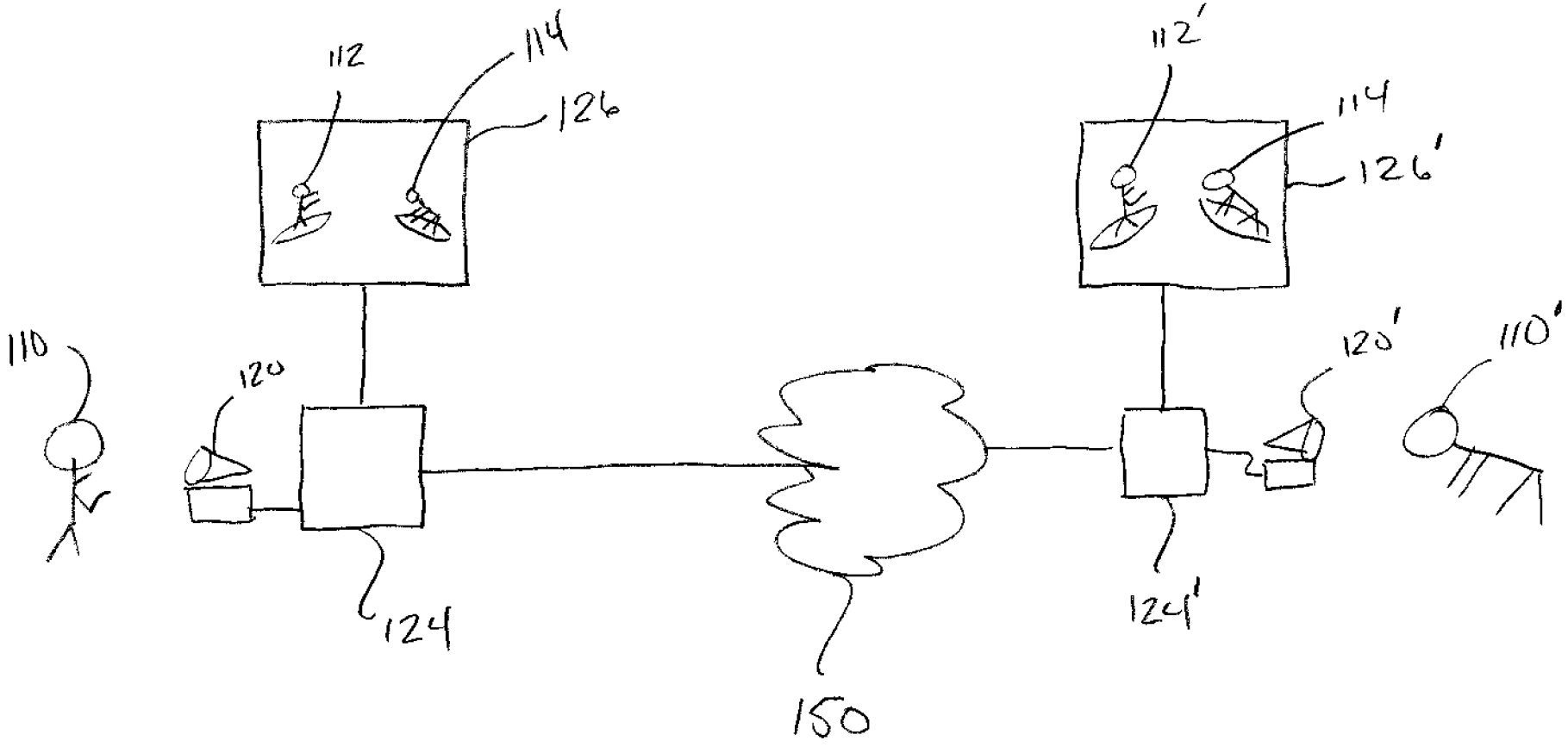

FIG. 1B

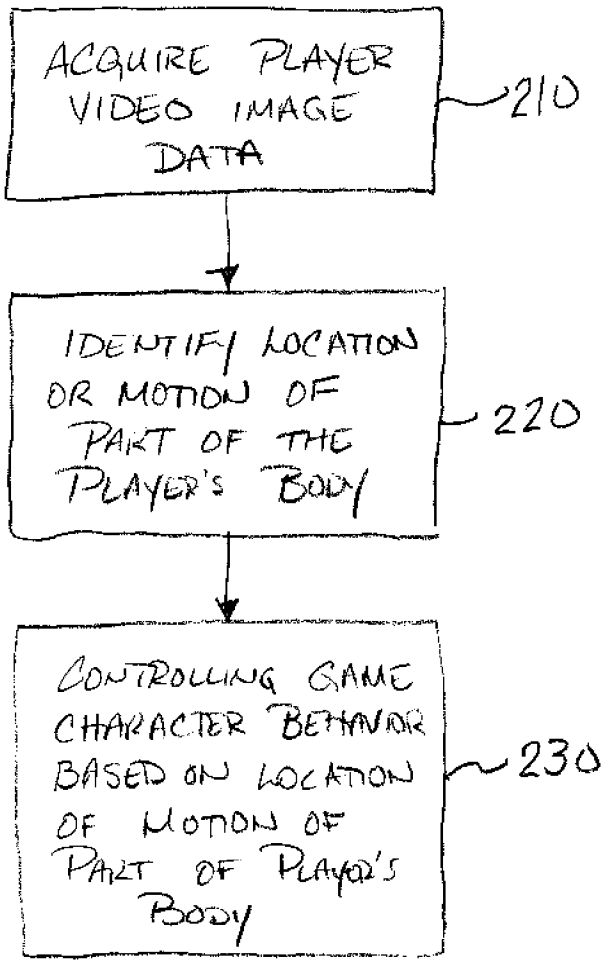
ACQUIRE PLAYER VIDEO IMAGE DATA
210
IDENTIFY LOCATION OR MOTION OF PART OF THE PLAYER'S BODY
220
CONTROLLING GAME CHARACTER BEHAVIOR BASED ON LOCATION OF MOTION OF PART OF PLAYER'S BODY
230

FIG. 2

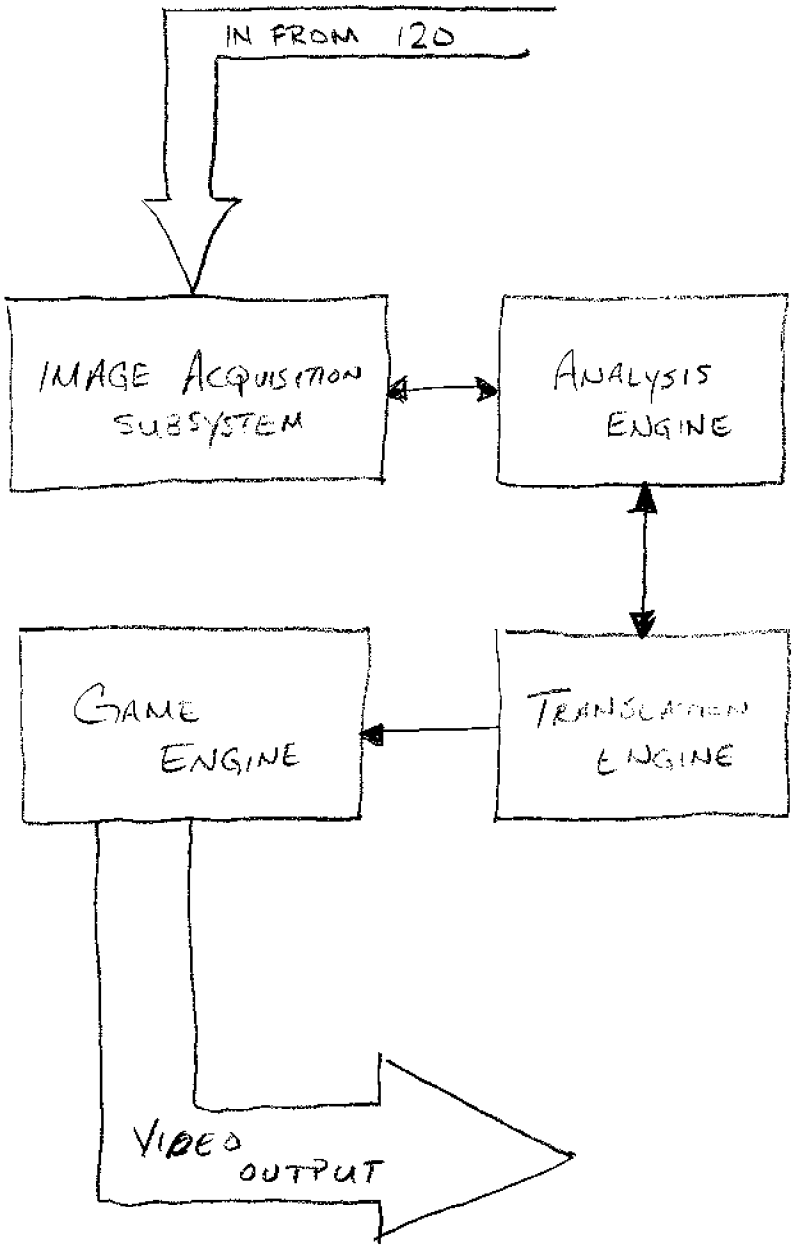
IN FROM 120
IMAGE ACQUISITION SUBSYSTEM
ANALYSIS ENGINE
GAME ENGINE
TRANSLATION ENGINE
VIDEO OUTPUT

FIG 3

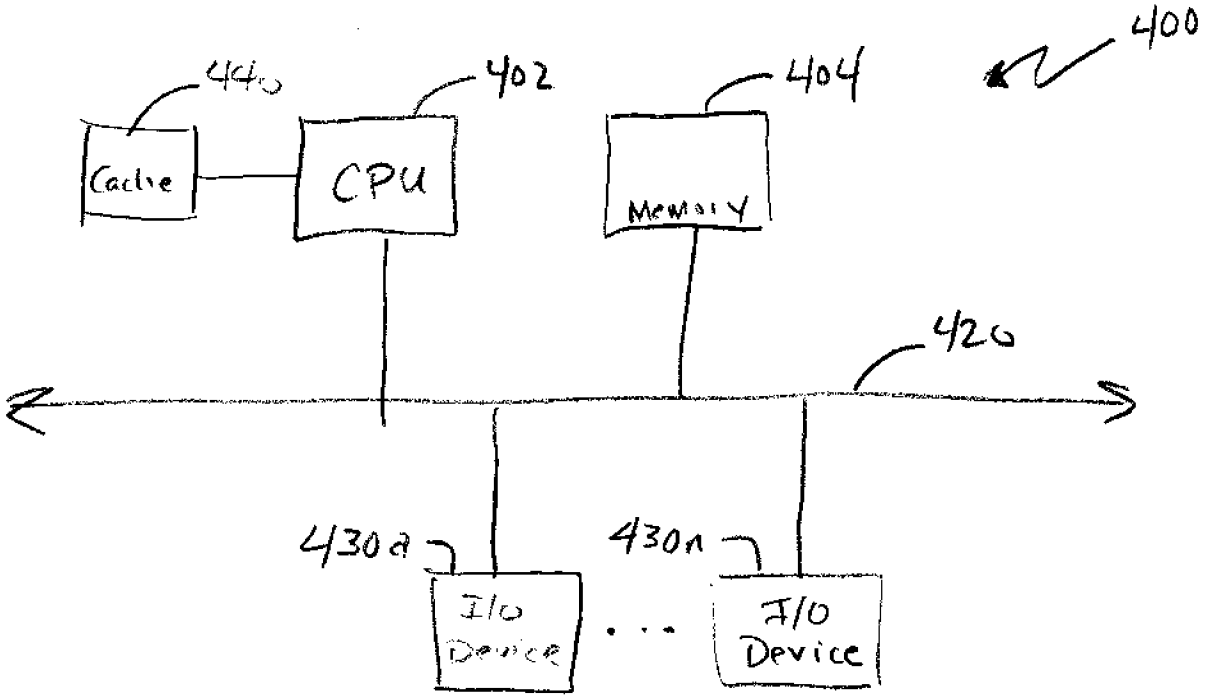
400
402
404
406
Cache
CPU
Memory
420
430a
430n
I/O Device
I/O Device

FIG. 4A

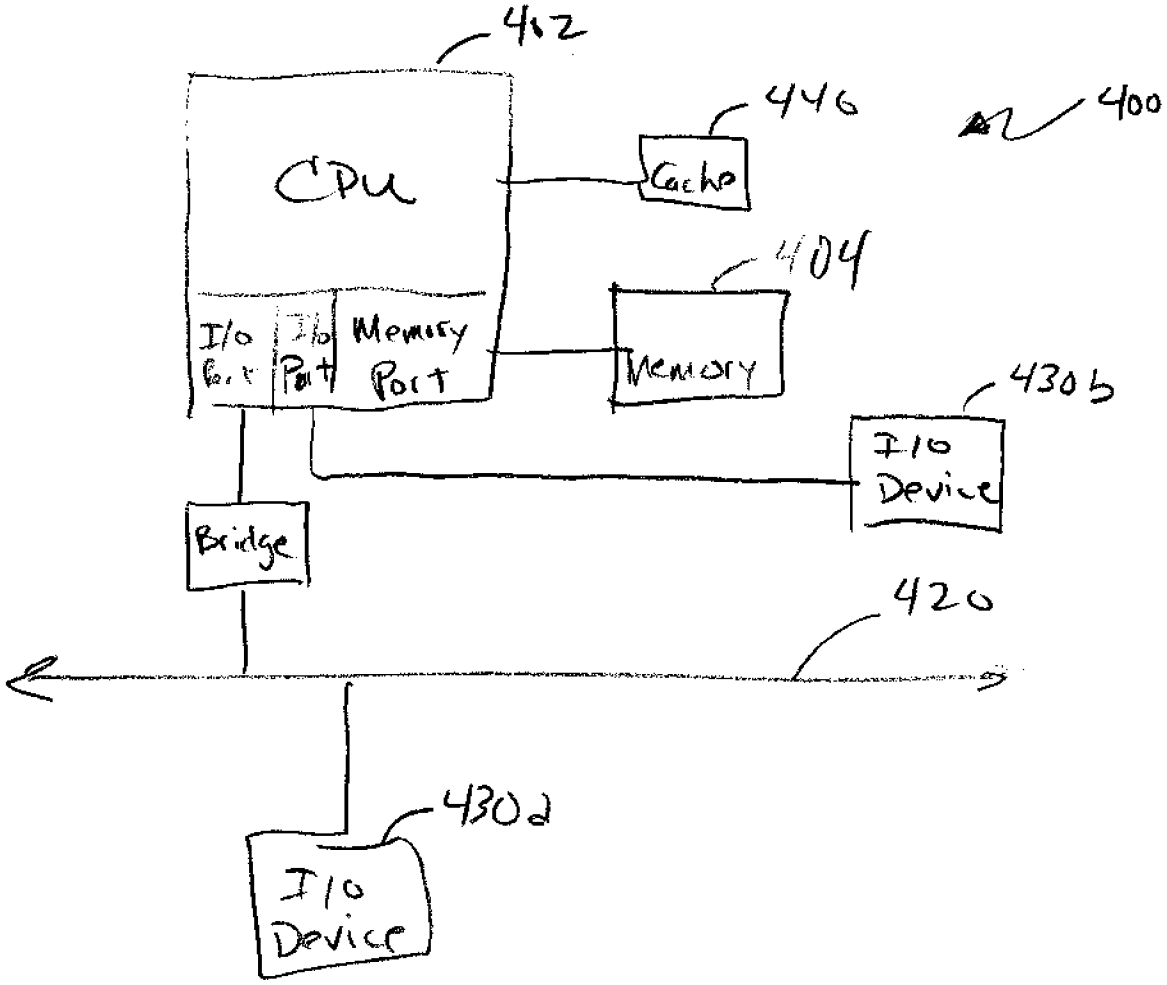
412
CPU
446
Cache
400
404
I/O Port
I/O Port
Memory Port
Memory
430b
I/O Device
Bridge
420
430d
I/O Device

FIG. 4B